

**Amendments to the Specification:**

Please replace paragraph [0011] with the following amended paragraph:

[0011] Generally, the present invention includes the method and apparatus for object-based visibility culling, including the steps of receiving a plurality of draw packets. As discussed above, a draw packet may be a plurality of rendering elements, such as pixels, vertices, or any other suitable rendering element as recognized by one having ordinary skill in the art. The method and apparatus further includes comparing each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object may be a low resolution geometric representation of a specific object, such as a window, doorway, or any other suitable portal through which viewing definitions may be defined. Whereupon, for each of the plurality of draw packets, if the draw packet is deemed potentially visible, setting a visibility query identifier ~~(also referred to as a query status value)~~ and rendering the draw packets having the set visibility query identifier. In one embodiment, the visibility query identifier may be a single or multi bit indicator which indicates that the draw packet has been deemed potentially visible and therefore, warranting further rendering within a processing pipeline.